EVERY FORTNIGHT
No.8 [illegible]5p

BY THE POWER OF GRAYSKULL...

MASTERS OF THE UNIVERSE™

INSIDE

ANOTHER **GREAT** COMPETITION

CAN YOU SOLVE 'THE **RIDDLE** OF THE SANNS'?

HE-MAN THE POWERLESS

HE-MAN IN *ETERNIA'S PAST!*

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CAN HE-MAN SAVE MAN-AT-ARMS?

MASTERS OF THE UNIVERSE

Welcome, Young Warriors!

Quite a few of you have asked for longer He-Man adventures. In this issue we begin our first Masters serial in which you will meet the Elders of Eternia! Let me know if you would like to read more stories like this.

In the next issue we will be able to give you advance news about a brand new comic due to be released in September. All I can say for now is that it is a comic that no Masters fan will want to miss!

Remember, if you have anything to say about M.O.T.U. comic you can write to me at the address below.

Be Brave!

Scrollos

Send all letters to:
Masters of the Universe,
P.O. Box 111, Egmont House,
Manchester M60 3BL.

STRANGE UNIVERSE

MOON SHADOWS!

*An **eclipse** is caused by the Moon passing between the Sun and the Earth and blocking out the sunlight from reaching our planet. In this way, an eclipse is actually the biggest "shadow" we can experience!*

SUN-ATICS!

*A **total eclipse** is when all the sunlight is blocked out by the Moon, unlike a **partial eclipse** in which some of the light still gets around the rim of the Moon. In a total eclipse, birds stop singing, insects fall asleep and many animals hide in their shelters! Some humans have been known to become hysterical and scream and shout until the eclipse is over!*

FASTEST SHADOW IN THE WORLD!

During an eclipse the "shadow" created by the Moon on the face of the Earth moves across our world at 1,040 miles (1,673 km) per hour! This means that the longest possible time you can observe a total eclipse without moving is seven minutes and forty seconds!

THE SOLAR PULSE

Every two hours and forty minutes the Sun gives out a "pulse" in which its size increases rapidly by about six miles (10 km) and then returns to its original size!

ORKO THE MAGICIAN

HUMPH! I'VE BEEN TOLD TO CLEAN OUT THIS OLD STORE ROOM / TO MAKE MY JOB EASIER I'LL USE ONE OF MY SPELLS.
HE, HE / USING MAGIC CERTAINLY CUTS DOWN ON THE WORK!
ER, THAT'S NOT EXACTLY TRUE, ORKO...
OH, NO! BY SPELL CLEANED THE STORE ROOM... BY MOVING THE RUBBISH HERE!
IT LOOKS LIKE THE SPELL TO SAVE TIME HAS ACTUALLY CREATED MORE WORK / I'VE A FEELING YOU'LL BE WORKING OVERTIME TONIGHT, ORKO!

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MASTERS OF THE UNIVERSE™

RIDDLE OF THE SANNS

INSIDE SNAKE MOUNTAIN, THE AIR IS ALIVE WITH THE POWER OF EVIL. SKELETOR, THE LIVING SKELETON, IS JUST ABOUT TO CONTACT ONE OF THE MOST VILE AND TERRIBLE FORCES IN THE NETHERWORLD...

CAN YOU FEEL IT? MY SPELL IS WORKING. THE GREAT POWER OF THE SANNS DRAW NEAR... SOON I WILL COMMAND THE LOST MAGICIAN!

THE SANNS WERE BANISHED FROM OUR DIMENSION BECAUSE THEY WERE SO EVIL. THE LOST MAGICIAN WAS THE MOST EVIL OF THEM ALL! BUT WHAT IF SKELETOR CANNOT CONTROL HIM?

AS SKELETOR CONCLUDES HIS SINISTER SPELL...

I HAVE CALLED KALLU, THE LOST MAGICIAN FROM THE NETHER-WORLD. NOW TO COMMAND IT TO DO BY WILL.

WHO DARES TO CALL KALLU FROM HIS DARK DOMAIN?

I SWORE THAT IF EVER I WAS TO RETURN TO YOUR DIMENSION I WOULD DESTROY IT! WHY HAVE YOU CALLED ME HERE, MORTAL?

I...I AM THE GREAT... THE GREAT SKELETOR! AND YOU MUST DO MY BIDDING! I COMMAND YOU.

HA, HA, HA! NOW THAT I HAVE RETURNED, I WILL DESTROY YOUR WORLD AND EVERYONE ON IT! I HAVE JUST PLACED A FORCE FIELD AROUND IT TO PREVENT ANYONE FROM LEAVING.

BUT... BUT THAT WILL MEAN MY DESTRUCTION AS WELL.

BUT WE HELPED YOU, KALLU. WITHOUT US YOU WOULD STILL BE WITH THE REST OF YOUR RACE IN THE NETHERWORLD.

FOR THAT I SHALL GIVE YOU A CHANCE TO ESCAPE. I WILL ASK YOU A RIDDLE. IF YOU ANSWER IT I WILL TRANSPORT YOU FROM THIS WORLD BEFORE I DESTROY IT.

YOU HAVE UNTIL TONIGHT TO FIND THE ANSWER, SKELETOR. 'WHAT HAS A SHAPE BUT NO SIDES, HEAT BUT NO FLAMES, IS THERE ALL THE TIME BUT IS SEEN FOR ONLY HALF'?

WH-WHAT? WHAT KIND OF QUESTION IS THAT? I THOUGHT YOU WOULD ASK 'WHY DID THE DRAGON CROSS THE PATH,' OR SOME SUCH LIKE!

YOU HAVE UNTIL TONIGHT. GIVE ME THE ANSWER OR BE DESTROYED WITH THIS WORLD.

THERE'S NO WAY WE CAN ANSWER HIS RIDDLE... BUT WE KNOW SOMEONE WHO CAN.

HE-MAN...

A SHORT WHILE LATER, ON THE BATTLEMENTS OF CASTLE GRAYSKULL...

I'LL SOON HAVE THIS LASER REPAIRED. THERE, IT'S DONE. WE'RE READY FOR HORDAK AND SKELETOR.

WE WON'T HAVE TO WAIT ALL THAT LONG. LOOK BELOW.

HE-MAN, WE NEED TO TALK. WE HAVE A SLIGHT PROBLEM...

HOW DO WE KNOW THAT THIS ISN'T ONE OF YOUR TRICKS?

SKELETOR WOULD NEVER JOKE ABOUT KALLH.

THE LOST MAGICIAN!

THE HEROES JOIN THE EVIL WARRIORS AND LISTEN TO THEIR STORY...

... AND WE WERE GIVEN UNTIL TONIGHT TO FIND THE ANSWER.

SEE WHAT A MESS YOUR EVIL WAYS HAVE CREATED.

I HAVE TOLD HE-MAN THAT THE ANSWER TO THE RIDDLE WILL SAVE ALL ETERNIA. LITTLE DOES HE KNOW THAT ONLY I AND MY WARRIORS WILL SURVIVE! BY GIVING ME THE ANSWER HE'LL BE SEALING HIS OWN DOOM!

BEFORE WE AGREE TO HELP YOU, WE NEED PROOF THAT WHAT YOU SAY IS TRUE. WAIT HERE, SKELETOR.

WE CAN TEST HIS STORY INSIDE GRAYSKULL.

YES, AND THEN I WANT TO USE OUR GRAYSKULL LIBRARY...

SOON, AT THE SPACE PORTAL INSIDE CASTLE GRAYSKULL...

MAN-AT-ARMS TESTS THE SPACE PORTAL TO SEE IF ANYONE CAN LEAVE ETERNIA...

BOOOM

AS SOON AS THE TANKARD ENTERED THE PORTAL IT EXPLODED. THAT SEEMS TO BACK UP MOST OF SKELETOR'S STORY.

ALL WE HAVE TO DO NOW IS CHECK OUT THE LEGEND OF KALLU IN THE GRAYSKULL LIBRARY.

AFTER CHECKING THE DETAILS IN THE LIBRARY, THE HEROES RETURN TO SKELETOR...

WE HAVE AGREED TO HELP YOU, SKELETOR. GIVE US THE CLUES AGAIN.

THE FOOLS! BY GIVING ME THE ANSWER THEY WILL GIVE ME MY FREEDOM AND SEAL THEIR OWN DESTRUCTION.

THE FIRST PART WAS, 'WHAT HAS A SHAPE BUT NO SIDES'.

HMMM, IT COULD BE VAPOUR... OR A PHANTOM OF SOME SORT. WHAT'S THE NEXT PART?

IT ENDS WITH, 'HEAT BUT NO FLAME, IS THERE ALL THE TIME BUT SEEN ONLY HALF'.

HEAT BUT NO FLAMES. ANIMALS ARE WARM AND HAVE NO FLAMES.

IT'S ALL BEGINNING TO TIE IN. AN ANIMAL PHANTOM WOULD MATCH THE FIRST TWO CLUES...

YES. AND A PHANTOM IS THERE ALL THE TIME, BUT ONLY APPEARS AT NIGHT!

YOUR ANSWER, SKELETOR, IS THE ONE PHANTOM ANIMAL WHICH APPEARS AT NIGHT, THE NIGHT WALKER!

BETWEEN US WE WILL SAVE ETERNIA, HE-MAN.

IF NOT FOR YOUR EVIL WE WOULDN'T HAVE THIS PROBLEM TO BEGIN WITH.

HA, HA, I HAVE NOT **CONQUERED** ETERNIA... BUT AT LEAST I WILL HAVE HELPED TO DESTROY HE-MAN.

ARMED WITH THE ANSWER TO THE RIDDLE, THE EVIL WARRIORS LEAVE THE SITE OF GRAYSKULL...

IF WHAT WE FOUND OUT IS TRUE, SKELETOR IS IN FOR A BIG SURPRISE.

IT'S A GOOD JOB WE CHECKED OUT HIS STORY IN THE GRAYSKULL LIBRARY...WHO KNOWS WHAT COULD HAVE HAPPENED OTHERWISE...

BY THE TIME THE VILE WARRIORS RETURN TO SNAKE MOUNTAIN IT IS NIGHT-TIME...

"ONCE I GIVE KALLU THE ANSWER WE WILL BE TELEPORTED TO SAFETY... AND HE-MAN, ALONG WITH HIS WARRIORS, WILL BE DESTROYED!

WELL, MORTAL, WHAT IS THE ANSWER TO MY RIDDLE?

I DO HAVE THE ANSWER, KALLU. AND ONCE I GIVE IT TO YOU, YOU MUST KEEP YOUR PART OF THE DEAL.

OF COURSE I'LL KEEP MY PART OF THE BARGAIN, SKELETOR. NOW GIVE ME THE ANSWER!

AGH! THE ANSWER IS... A NIGHT WALKER!

HA, HA! MY RACE WAS BANISHED FROM THIS WORLD BY THE ELDERS AND ONLY THE ANSWER TO THIS RIDDLE WOULD ALLOW US TO ATTACK GRAYSKULL! WITHOUT THIS ANSWER I WAS ALMOST POWERLESS!

I... I HAVE BEEN TRICKED!

KALLU USES ITS POWER TO WHISK THE EVIL WARRIORS AND ITSELF TO CASTLE GRAYSKULL...

ONCE I SPEAK THE ANSWER, GRAYSKULL WILL BE UNABLE TO STOP ME. THEN I WILL CALL THE REST OF THE SANNS INTO THIS WORLD AND CONQUER IT.

AND IT'S ALL MY FAULT...!

POW!

GRAYSKULL, YOU MUST SURRENDER TO ME FOR I SPEAK THE WORDS OF YOUR DESTRUCTION ...NIGHT WALKER!

I WONDER WHAT WILL HAPPEN NOW?

SUDDENLY...

NOT SO FAST, KALLU... YOU'RE IN FOR A NASTY SHOCK IF YOU TRY TO ATTACK GRAYSKULL!

UGGH! I FEEL SO STRANGE... SO WEAK.

YOU WERE GIVEN THE WRONG SPELL, KALLU. AND NOW MY SWORD WILL SEND YOU BACK TO WHERE YOU BELONG!

NOOO! IT'S NOT POSSIBLE!

I... I DON'T UNDERSTAND. WHY HAS HE FAILED?

ONCE KALLU IS GONE, THE HEROIC DUO EXPLAIN WHAT HAS HAPPENED TO A SHOCKED SKELETOR...

WE KNEW PART OF THE LEGEND OF THE SANNS AND WE USED THE LIBRARY TO CHECK OUT THE FINER DETAILS.

WE FOUND OUT THAT THE ANSWER TO A CERTAIN RIDDLE WOULD ALLOW THE SANNS TO RETURN. WE KNEW THAT IF WE GAVE YOU THE RIGHT ANSWER, THEN THE SANNS WOULD CONQUER OUR WORLD.

SO YOU TOLD ME THE **WRONG** ANSWER... BUT **WHAT** WAS THE **CORRECT** ANSWER?

THAT IS SOMETHING YOU WILL NEVER KNOW, SKELETOR. ONLY A **TRUE WARRIOR** CAN BE **TRUSTED** WITH THE CORRECT ANSWER.

WELL, YOUNG WARRIORS! CAN YOU SOLVE THE RIDDLE? WHAT HAS A SHAPE BUT NO SIDES, HEAT BUT NO FLAMES, IS THERE ALL THE TIME BUT IS SEEN ONLY HALF THE TIME?

TURN THE PAGE AND READ THE NEXT PANEL FOR THE ANSWER.

THE SHAPE WITH NO 'SIDES', IS A SPHERE. ALL **STARS** GIVE OUT HEAT BY **NUCLEAR REACTION** AND NOT WITH FLAMES AND OF COURSE THE SUN IS A STAR AND CAN BE SEEN ONLY HALF THE TIME! THE ANSWER IS, THEREFORE, **THE SUN!**

REMEMBER TO KEEP THIS INFORMATION SECRET!

NEXT ISSUE: CAN HE-MAN SAVE THE CITY OF GLASS?

Master Mail

Dear Scrollos,
Is Fisto stronger than **He-Man?** All my friends say he is. Is this true?

D. Vick. BREAM.

Thank you for your question, V. Fisto is very strong, but he could never be as strong as He-Man. After all, He-Man is known as 'the mightiest man in the Universe'.

Dear Scrollos,
In the TV series, Hordak is not Skeletor's ex-tutor, but in your comic (and the comic given away with each toy) he is. Can you please explain this? Also, the Fright Zone is supposed to be in Etheria, but in the comic it's on Eternia. How?

Aman Kathiara, WEMBLEY.

I'll try to answer your questions as best I can, Aman. In the TV series it has never been shown that Hordak is not Skeletor's ex-tutor. Just because they never talk about it doesn't mean that it's not true. In our comic we want to give you the full story. As to where the Fright Zone really is—Eternia or Etheria—all will be made clear in a future issue!

Dear Scrollos,
I think your comic is great! The stories are brilliant and I especially like ***Brains, Not Brawn'****. Please make the comic weekly so we don't have to wait so long between issues.*

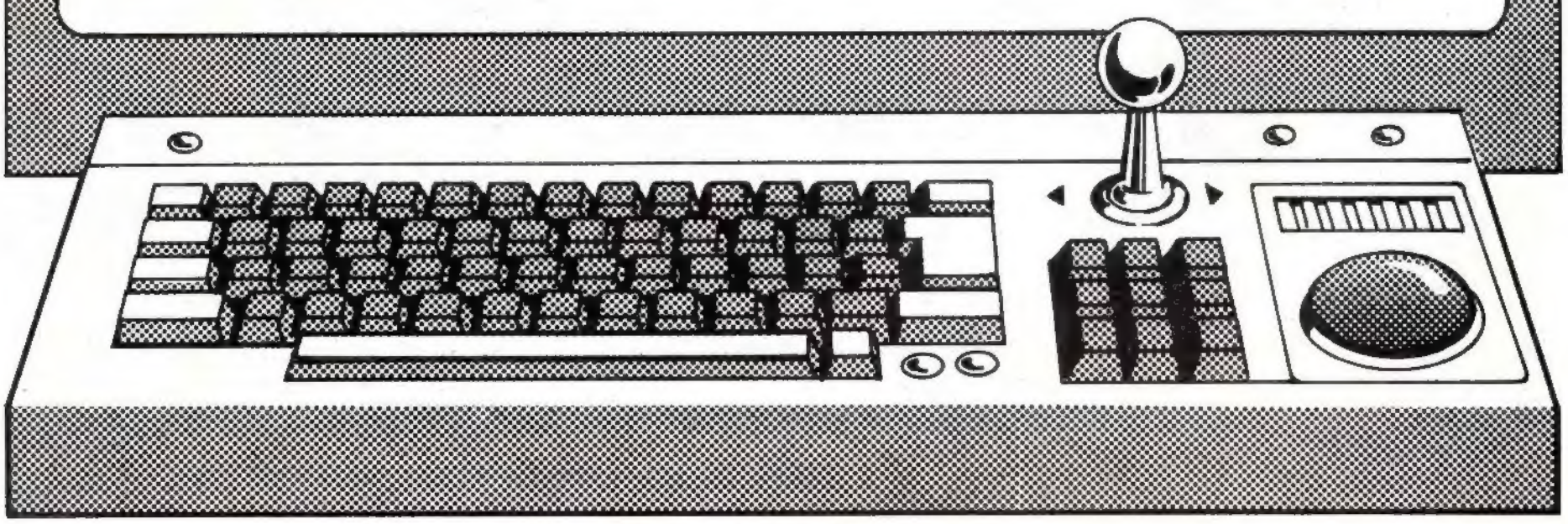
Graham Todman, EPSOM, DOWNS.

I'm glad you like 'Brains, Not Brawn', Graham. We cannot produce M.O.T.U. as a weekly comic and still keep the same high standards of art and stories. What we might do, however, is produce the occasional extra thick special. Another reason why we can't publish Masters each week is because of a very special project we have for later this year.

Dear Scrollos,
I think your comic is brill. The stories are good but I wish they were longer. Can you tell me who has the most Warriors, Hordak, Skeletor or **He-Man?**

Carlo Massino, FETCHAM.

I'm glad you like the comic, Carlo. We intend to vary the length of the stories from time to time, but I would like to know what your fellow readers think. Do you want longer stories? As for your question about the warriors: if you count his Horde Troopers then Hordak has the most. Otherwise Skeletor is just ahead. There are, however, new Heroic Warriors on the way and you can meet them in issue 12.



MASTERS OF THE UNIVERSE

HE-MAN THE POWERLESS

EVERY-SO-OFTEN, THE ORBITS OF THE TWIN MOONS, THE SUN AND ETERNIA, BRING THE THREE, ELEMENTS INTO LINE. WHENEVER THIS HAPPENS THE MOONS BLOCK OUT THE SUNLIGHT AND CREATE AN ECLIPSE...

SUCH A RARE AND WONDEROUS OCCURANCE HAS ATTRACTED MANY OBSERVERS, WHICH INCLUDES MAN-AT-ARMS AND PRINCE ADAM. THEY WATCH THE ECLIPSE ON THEIR TELE-SCOPE...

ACCORDING TO OUR LEGENDS, WHENEVER AN ECLIPSE OCCURS OUR PLANET IS AFFECTED IN AN UNUSUAL MANNER. BUT EACH TIME IT WILL BE DIFFERENT, SO WE NEVER KNOW WHAT TO PLAN FOR

WELL, ONE THING'S FOR CERTAIN. WHATEVER HAPPENS, THE FORCES OF EVIL WILL TRY TO TAKE ADVANTAGE OF IT.

PERHAPS IT WOULD BE BEST IF YOU CHANGED INTO HE-MAN AND WE TAKE A LOOK AT WHAT SKELETOR IS GETTING UP TO. THIS IS EXACTLY THE KIND OF EVENT HE WOULD TRY TO TAKE ADVANTAGE OF.

PRINCE ADAM QUICKLY TRANSFORMS INTO HE-MAN AND MOMENTS LATER JOINS MAN-AT-ARMS IN THEIR WARRIOR VEHICLES. SOON THEY ARE TRAVELLING ACROSS THE ETERNIAN PLAINS TOWARDS SNAKE MOUNTAIN...

AT LEAST WE CAN BE GRATEFUL FOR ONE THING. WHATEVER THE CHANGE BROUGHT ABOUT BY THIS ECLIPSE, IT WON'T LAST FOR TOO LONG.

BUT IT WILL LAST LONG ENOUGH FOR SKELETOR TO BEGIN HIS DEVILISH MISCHIEF, UNLESS WE CAN STOP HIM.

SKELETOR IS WELL AWARE OF THE EERIE ECLIPSE AND ITS EFFECT ON ETERNIA. FOR IN SNAKE MOUNTAIN...

AS YOU CAN FEEL, GREAT SKELETOR, WE GROW MORE POWERFUL BY THE MOMENT. AS THE SHADOW OF THE ECLIPSE FALLS ACROSS THIS WORLD, YOUR DARK POWER WILL INCREASE.

ALREADY I FEEL THE POWERPULSE SURGE WITHIN ME.

AND WHEN NEXT I MEET HE-MAN...

...HE WILL FEEL MY FULL FORCE!

KA-ZAAM!

UNAWARE OF SKELETOR'S INCREASED POWER, THE HEROIC WARRIORS ENTER A PASS LEADING THROUGH THE MOUNTAINS OF MOURNE...

THE SHADOW CAST BY THE ECLIPSE IS BLOTTING OUT MUCH OF ETERNIA. AND AS WE APPROACH SNAKE MOUNTAIN IT'S BECOMING MORE NOTICEABLE.

IT'S GROWING COLDER AS WELL. YOU CAN BET THAT THE ONLY PERSON HAPPY WITH THIS CHANGE IS SKELETOR.

AS THEY TRAVEL THROUGH THE PASS, THEY ARE INTERRUPTED BY THE APPEARANCE OF A TRIBE OF MOUNTAIN ELVES...

THAT'S ODD. THE MOUNTAIN ELVES ARE USUALLY A PEACEFUL PEOPLE, BUT THIS TRIBE LOOK LIKE THEY ARE ABOUT TO...

ATTACK!

BY GRAYSKULL! WHAT MADNESS IS THIS?

FOOSH!

MOMENTS LATER, THE HEROES ARE ENGULFED IN A SWARM OF ELVES...

SOMETHING HAS HAPPENED TO TURN THEM EVIL. WE MUST TRY TO NOT HURT THEM. IT'S NOT THEIR FAULT!

AT THE MOMENT, I'M MORE CONCERNED ABOUT THEM HURTING US!

THWANG

NOT WISHING TO HARM THE MOUNTAIN ELVES, THE HEROES SPEED AWAY IN THEIR VEHICLES UNTIL THEY REACH THE END OF THE PASS...

THEY'RE COMING AFTER US. IF WE DON'T STOP THEM GETTING OUT OF THE PASS THEY MIGHT ATTACK INNOCENT PEOPLE.

THEY'RE SO FAR BEHIND US THAT THIS WILL NOT ENDANGER THEM...

THOOM!

BUT IT SHOULD STOP THEM!

HMMM, MY SWORD-BLAST FELT WEAKER THAN NORMAL. IT'S AS IF MY POWER WAS FADING.

KRAKOOM!

THAT'LL SLOW THEM DOWN UNTIL THIS ECLIPSE IS OVER.

IT SEEMS THAT THE DARKER IT BECOMES, THE MORE POWERFUL GROW THE FORCES OF EVIL.

IN THAT CASE, WE HAD BETTER GET TO SNAKE MOUNTAIN AS SOON AS POSSIBLE.

DO YOU THINK WE OUGHT TO CALL MORE WARRIORS, HE-MAN?

NO. IT'S BETTER TO LEAVE THEM TO DEFEND GRAYSKULL AND ETERNOS... JUST IN CASE WE FAIL.

AS THE DARKNESS COVERS THE FACE OF ETERNIA, THERE IS ONE CREATURE WHO REJOICES IN ITS SPREAD OF EVIL...

WITH EACH PASSING MOMENT THE POWER OF GOOD GROWS WEAKER! THIS IS OUR CHANCE TO STRIKE!

AN ALL OUT ATTACK ON ETERNOS SHOULD WIN THE DAY FOR US, MASTER!

DO YOU THINK I HAVEN'T THOUGHT OF THAT, WHIPLASH?

A SHORT WHILE LATER...

NOW THAT I AM SO POWERFUL, I WILL CALL FORTH THE DEMON OF DESOS, ONE OF THE MOST POWERFUL CREATURES OF THE NETHERWORLD!

BUT AS SKELETOR BEGINS TO CALL FORTH HIS DEMON...

IT LOOKS LIKE WE HAVEN'T ARRIVED A MOMENT TOO SOON.

I'VE NEVER SEEN SKELETOR LOOKING SO POWERFUL!

HELLO, SKELETOR! FANCY MEETING YOU HERE.

HE-MAN! BUT THIS TIME YOU ARE TOO LATE... BEHOLD!

BUT AS THE WARRIORS BEGIN THEIR ATTACK, THEY MAKE A DREADFUL DISCOVERY...

ONE BLAST FROM MY SWORD WILL... WHAT! MY SWORD IS POWERLESS...!

AND I FEEL SO... WEAK.

HA, HA. THE ECLIPSE IS SAPPING THEIR POWER. THEY ARE HELPLESS BEFORE MY EVIL MIGHT!

MOMENTS LATER THE HEROES ARE ATTACKED BY SKELETOR'S DEMON...

OUR POWERS HAVE FADED AWAY. WE ARE HELPLESS. OOF!

AND SKELETOR IS STRONGER THAN EVER. AGH!

WHAT...?!

THIS IS THE MOMENT I HAVE BEEN LOOKING FORWARD TO! HE-MAN IS AT MY MERCY... AND SKELETOR NEVER SHOWS ANY MERCY! HA, HA, HA!

I FEEL SO HELPLESS... THIS DEMON IS CRUSHING ME IN ITS PAWS. UGH! THE PRESSURE IS TOO GREAT... TOO POWERFUL!

IF I DON'T DO SOMETHING NOW, I WON'T GET ANOTHER CHANCE. BUT WHAT CAN I DO WHEN I CAN HARDLY MOVE?

THROUGHOUT THE DAY THE TWIN MOONS HAVE MOVED SLOWLY ACROSS THE FACE OF THE SUN. AS THEY CONTINUE THEIR JOURNEY THEY MOVE OUT OF ALIGNMENT AND ALLOW AN EVER GROWING AMOUNT OF SUNLIGHT TO SHINE THROUGH...

MOMENTS LATER, THE LIFE-GIVING RAYS FROM THE SUN REACH ETERNIA... AND HE-MAN...!

WAIT! SOMETHING IS HAPPENING. I'M BEGINNING TO FEEL STRONGER...

...A LOT STRONGER!

KUMP

AS SOON AS HE-MAN IS RELEASED FROM THE GRIP OF THE DEMON, HE USES HIS MYSTIC SWORD TO FREE MAN-AT-ARMS...

A BLAST FROM MY RE-POWERED SWORD WILL FREE MAN-AT-ARMS. THAT LEAVES ME FREE TO TAKE CARE OF SKELETOR'S NEW-FOUND PET.

KA-ROOM!

WHAT HAS HAPPENED? HOW HAS HE-MAN REGAINED HIS POWERS?

YOU HAD YOUR CHANCE, SKELETOR... AND YOU BLEW IT!

I WAS TOO GREEDY. I WANTED TO WATCH THE SLOW DESTRUCTION OF HE-MAN... IF ONLY I HADN'T WAITED!

THUMP!

WITH THE ECLIPSE COMING TO AN END, YOUR EVIL DEMON IS FADING AWAY. JUST LIKE YOUR SINISTER SCHEME.

KAKZZ

ZAAA

WITH SKELETOR GONE... AND THE ECLIPSE COMING TO AN END... OUR HEROES MAKE READY TO JOURNEY BACK TO ETERNOS...

ONCE AGAIN, I AM BEATEN. BUT THE ODDS ARE ON MY SIDE HE-MAN. I NEED ONLY TO WIN ONCE, YOU NEED TO WIN EVERY BATTLE! ONE DAY I WILL TRIUMPH... ONE DAY!

SKELETOR'S RIGHT ABOUT HIM ONLY HAVING TO WIN ONE BATTLE.

THAT'S WHY HEROIC WARRIORS EVERYWHERE MUST TRY TO ENSURE THAT EVIL NEVER WINS. WE ALL MUST DO WHAT WE CAN TO MAKE SURE THAT JUSTICE AND PEACE PREVAIL.

NEXT ISSUE: HE-MAN TRAVELS TO THE PLANET OF PLANTS!

Your chance to get all this FREE

Hold your nose! A foul master of odours lurks in Eternia. He is driving a fearsome new Monster/Vehicle:- hungry and on the hunt for any heroic warrior that steps into the path of its menacing jaws. But he faces the fearless leader of the Rock People who is aided by another battling warrior who can transform into a comet, and the amazing new master of camouflage.

You could win all five of these new Masters Of The Universe items.

Just tell us what their correct names are!

To help you find out, watch for our latest advertisements and visit your local toyshop.

Simply write your answers on a postcard together with your own name and address, stamp it, and send to **MOTU Competition 8, PO Box 111, Egmont House, Manchester M60 3BL.**

The first ten correct entries drawn out will receive all of the exciting new items shown in our picture.

All entries must be received by Friday 25th July, 1986.
Winners will be notified as soon as possible after this date.

To keep up-to-date with all the action and fun on Eternia why not join the MOTU club? Full details are on the back cover of this magazine.

MASTERS OF THE UNIVERSE CLUB

MATTEL®

Beginning Today! an exciting three-part HE-MAN adventure!

MASTERS OF THE UNIVERSE

THE FORGOTTEN ARMY
PART ONE

WHAAAM!

TWAK!

ZIIIP...

MANY CENTURIES AGO, ETERNIA WAS CAUGHT IN A POWER STRUGGLE BETWEEN TWO MIGHTY WARRIOR TRIBES. ON THE ISLAND OF AMERIOS THE TWO TRIBES EVENTUALLY MET IN A FINAL BATTLE...

SUDDENLY, THE MIGHTY BATTLE ENDS AS AN EXPLOSION OF UNDREAMT POWER RIPS THE ISLAND OUT OF TIME AND SPACE...

BAROOOM!

AS THE SHOCK OF WHAT HAS HAPPENED WEARS OFF, THE WARRIORS FIND THEMSELVES ON A STRANGE, ALIEN LANDSCAPE...

FOR AGES I HAVE SEARCHED SPACE AND TIME TO FIND AN ARMY OF SUCH POWER! AS SOON AS I DISCOVERED YOU I USED MY TIME-BOMB TO SNATCH YOU FROM YOUR TIME ZONE TO HERE!

BUT WHY? WHO ARE YOU?

WHERE ARE WE?

YOU WILL HAVE PLENTY OF TIME FOR ASKING QUESTIONS LATER.. BUT RIGHT NOW I WANT YOU TO BEGIN TRAINING FOR YOUR GREATEST BATTLE EVER... THE BATTLE TO CONQUER THE ENTIRE UNIVERSE!

ON ETERNIA A STRANGE MEETING IS TAKING PLACE IN THE CITADEL OF CRIME, SNAKE MOUNTAIN...

WELL DONE, MER-MAN. THIS BOOK OF POWERS YOU FOUND IN THE RUINS OF AMERIOS ISLAND WILL ALLOW ME TO UNLOCK THE SECRETS OF THE COSMOS!

I LIVE BUT TO SERVE YOU, MASTER.

NOW ALL I HAVE TO DO IS FIND THE KEY...

PERHAPS I CAN BE OF HELP, SKELETOR. MY MAGIC CAN FORCE THE BOOK ITSELF TO GIVE YOU ITS SECRETS!

I AM COMMANDING THE BOOK TO TAKE US TO THE SOURCE OF ITS GREAT POWER.

WHAT'S HAPPENING? I FEEL SO... SO STRANGE!

AS THE SPELL TAKES ITS EERIE EFFECT...

WE ARE BEING TRANSPORTED TO THE SOURCE OF THE BOOK'S POWER. SOON YOU WILL HAVE THE MEANS TO DEFEAT GRAYSKULL.

AND CRUSH HE-MAN?

YES, SKELETOR, YOU WILL BE ABLE TO CRUSH HE-MAN.

MEANWHILE, ON ANOTHER PART OF ETERNIA...

HORDAK WAS TRYING TO USE HIS DRILL MACHINE TO TUNNEL UNDER ETERNOS BUT IT LOOKS LIKE WE HAVE BEATEN HIM BACK ONCE AGAIN.

HE HAD PLANNED TO DRILL INTO ETERNOS AND MAKE A SURPRISE ATTACK.

URK! HE-MAN AND HIS WARRIORS HAVE STOPPED MY PLANS YET AGAIN!

FLAP!

SUDDENLY, JUST AS THE BATTLE SEEMS TO BE OVER ...

WH-WHAT'S HAPPENING? WE'RE BEGINNING TO FADE AWAY!

I-DETECT-NO-WEAPON-BEING-USED-BY-HORDAK.

THIS IS NOT MY DOING... BUT WITH HE-MAN GONE, ETERNOS IS ALMOST UNDEFENDED!

AS THE HEROIC WARRIORS MATERIALISE ON AN ALIEN LANDSCAPE THEY ARE SHOCKED TO SEE...

SKELETOR! SO THIS IS ALL YOUR DOING IS IT!

JUDGING BY SKELETOR'S FACE, I DON'T BELIEVE THAT THIS IS HIS DOING AT ALL!

HOW PERCEPTIVE OF YOU, WARRIOR! MY NAME IS POLK... AND I AM RESPONSIBLE FOR ALL YOU SEE AROUND YOU.

BUT WHY HAVE YOU BROUGHT US HERE?

I ALREADY HAVE ONE OF THE MIGHTIEST ARMIES IN THE UNIVERSE. YOU WARRIORS, HOWEVER, POSSESS SPECIAL ABILITIES THAT WOULD MAKE MY ARMY TOTALLY UNBEATABLE. MY POWER-DRAINER WILL TRANSFER YOUR COLLECTIVE POWERS TO MY SOLDIERS.

MY POWER-DRAINER IS WORKING ... AND ALREADY MY SUPER-CHARGED SOLDIERS ARE MARCHING OUT. THIS IS THE BEGINNING OF MY EVENTUAL RULE OF THE UNIVERSE!

AS THE WARRIORS BATTLE ...

I... I CAN FEEL THE ENERGY BEING DRAINED FROM MY BODY. BUT WE MUST STOP POLK FROM ACHIEVING HIS AIM!

WHOOOSH!

ZUUUMP!

CRAK!

WE ARE DOOMED... POLK'S ARMY WILL CRUSH US AND THEN MOVE ON TO CONQUER WHAT SHOULD BE MY UNIVERSE!

BLAM!

WOOHP!

BECAUSE I AM NOT MADE OF FLESH I AM UNAFFECTED BY THE POWER-DRAINER, MAKING ME ETERNIA'S... AND THE UNIVERSE'S... LAST HOPE!

THE MORE SOLDIERS THAT LEAVE THE PYRAMID, THE EASIER IT WILL BE FOR ME TO MOVE AROUND INSIDE.

WHOOM!

I'LL SOON BE INSIDE. ONCE THERE I SHOULD BE ABLE TO FIND THE SOURCE OF THE POWER-DRAINER'S ENERGY.

ROBOTO USES HIS ELECTRONIC SENSORS TO FIND WHAT HE IS LOOKING FOR...

BRAAD

MY SENSORS INDICATE THAT THIS IS THE MAIN POWER ROOM. IF I CAN SHUT-DOWN THE POWER-DRAINER WE WILL BE CLOSE TO DEFEATING POLK.

IF I CAN JUST REVERSE THE FLOW OF THE...OH OH, A WERE-BEAST! I SHOULD HAVE KNOWN THAT THE ROOM WOULDN'T BE LEFT UNGUARDED.

GRRRR...

EXCEPT FOR MY SUPER-HARD METAL BODY THAT BLOW WOULD HAVE STOPPED ME COLD! BUT I CAN'T WASTE TIME FIGHTING WITH IT... THE OTHERS ARE GROWING WEAKER BY THE MOMENT.

SNARL!

THAT LOOKS LIKE A MONITOR...WHICH MEANS I SHOULD BE ABLE TO REVERSE THE POWER-DRAINER AND FEED IT THROUGH THIS SPEAKER ...AND THIS LOOKS LIKE THE BUTTON TO DO IT!

GOOD. THE SPEAKER IS PLAYING THE POWER-DRAINER SOUNDS INTO THE ROOM. I AM UNAFFECTED... BUT I CAN'T SAY THE SAME FOR THE WERE-BEAST.

WHIMPER!

HMMM, THIS ROOM LOOKS LIKE IT CONTROLS A LOT MORE THAN JUST THE POWER-DRAINER.

AT THAT VERY MOMENT, OUTSIDE THE PYRAMID...

IMPOSSIBLE! MY ARMY IS BEING DEFEATED. EVEN WITH THE WARRIORS WEAKENED BY MY POWER-DRAINER THEY ARE MORE THAN A MATCH FOR MY TROOPS! I MUST USE MY TIME-BOMB! TO WHISK AWAY THIS THREAT...

I HAVE WHAT I WANT... THEIR POWERS. MY TIME-BOMB WILL SOON DISPOSE OF THEM ...

WITHIN AN INSTANT THE TIME-BOMB HAS WHISKED THE WARRIORS TO A STRANGE, MYSTERIOUS WORLD...

NOW WHERE ARE WE?

I DON'T KNOW... BUT THERE IS SOMETHING ODDLY FAMILIAR ABOUT THIS PLACE.

WELL, NO MATTER **WHERE** WE ARE, WE'LL DO A LOT BETTER WORKING BY OURSELVES. COME MY WARRIORS, FOLLOW ME.

THAT NIGHT, AS SKELETOR MAKES HIS CAMP ON THE UNEXPLORED PLANET...

SKELETOR, LOOK AT THE STARS IN THE NIGHT SKY. DON'T YOU NOTICE ANYTHING?

NO, THEY LOOK EXACTLY THE SAME AS ALWAYS...WAIT! THAT MUST MEAN WE ARE BACK ON ETERNIA... BUT THIS IS NOT ETERNIA, OR AT LEAST NOT THE ETERNIA WE KNOW!

HMMM, MY STAFF HAS SHOWN ME WHAT HAS HAPPENED. POLK HAS PROJECTED US **BACK** IN **TIME** TO A PERIOD **BEFORE** THE ELDERS CREATED CASTLE GRAYSKULL. THIS IS OUR PERFECT CHANCE TO CONQUER ETERNIA!

WITHOUT GRAYSKULL TO PROTECT HE-MAN WE WILL EASILY DEFEAT HIM. THEN WE WILL RULE ETERNIA AND PREVENT THE ELDERS FROM EVER BUILDING **CASTLE GRAYSKULL!**

IS ETERNIA DOOMED?
POLK IS ABOUT TO ATTACK WITH HIS ARMY!
SKELETOR IS ABOUT TO DESTROY THE ELDERS IN ETERNIA'S PAST!
HORDAK IS USING HIS SUPER-DRILL TO ATTACK ETERNOS!
HE-MAN IS ALMOST POWERLESS!
AND THIS IS JUST THE BEGINNING!!!
READ PART TWO OF THE FORGOTTEN ARMY IN ISSUE 9 OF MASTERS OF THE UNIVERSE.

THE Nesquik® SUPERSHAKERS

THE SUPERSHAKERS SPECIAL POST ARRIVES.....

TO/THE SUPER SHAKERS THE HUT

LITTLE DID THEY KNOW 4 EYES WAS SNOOPING..

IT'S HERE!

Nestlé

Nesq MILK SHAKE

TO/THE SUPER SHAKERS THE HUT

GREAT!

OUR VERY OWN SUPER FLYING DISC!

WHiZZ!

WHOOPEE!

YEEIKES!

WHOOSH!

SUDDENLY....

HE-HE-HE! GOT IT!

WAAA-

BOO-

ZiP!

4 EYES GOES FOR A SPIN....

EEK!

WHIZZ!

ZiP!

ZiP!

ZOOM!

WHIZZ!

H-HELLLLP!

LOOKS LIKE THAT'S BROUGHT HIM DOWN TO EARTH! HO-HO!

SPLAT!

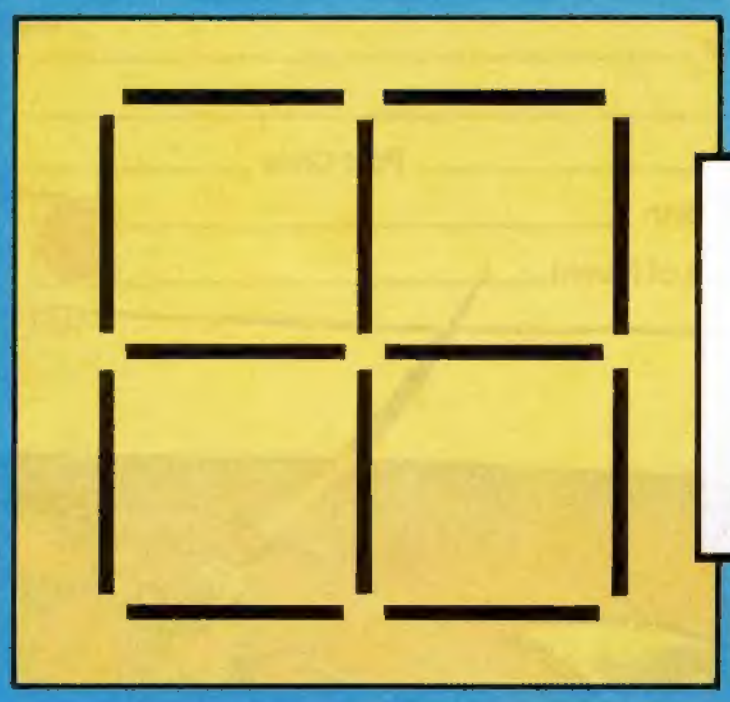
AND REMEMBER NEXT TIME, GET YOUR OWN!

For your AERODYNAMIC "NESQUIK SUPER FLYING DISC" FREE.. Collect either 3 NESQUIK Pack tops (POWDER OR THICK SHAKE SYRUP ONLY). OR 1 top plus £1.50 Cheque or Postal order (Payable to the NESTLE Co. LTD.) Send with your name, age and address to "NESQUIK SUPER-FLYING DISC OFFER, DEPARTMENT M , P.O. BOX 3, DISS, NORFOLK, IP22-3HH.

ALLOW 28 DAYS FOR DELIVERY. OFFER LIMITED TO U.K. ONLY. WHILE STOCKS LAST! NESQUIK MAKES MILK FUN.

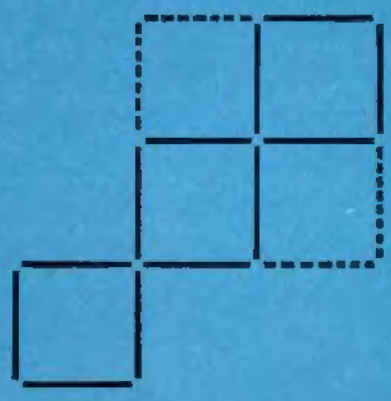
BRAINS, NOT BRAWN!

He-Man was trying to enter the Fortress of Fear one day and found that the only way in was to solve this problem! On the door was the pattern you see here. He-Man knew that the way to open the door was to move ***four*** *of the lines into new positions so that they formed a new pattern with* ***three*** *equal squares instead of the* ***four****. How did He-Man solve the problem?*



SOLUTION

He-man moved the four lines indicated here and made the entry code required to get into the Fortress of Fear!



MASTERS OF THE UNIVERSE™

WATCH OUT FOR THE NEXT ISSUE

ON SALE 17th JULY

- A NEW SUPER-SUSPENSE SERIAL!
- TRAPPED ON THE **PLANET OF PLANTS!**
- SHATTERING THREAT OF THE **CITY OF GLASS!**

JOIN THE MASTERS OF THE UNIVERSE™ CLUB

By paying only £2.99 mere humans can now join the NEW Masters Of The Universe Club. Just fill in the form, sign the Oath of the Axe and send it with a cheque or postal order for £2.99 to cover your first year's membership.

As a member of this extra special club you will be given a new Eternian name and a special membership kit packed full of exciting things to do. Each club member receives a membership certificate and his own membership card together with a club badge and a personal letter from He-Man. But that's not all, you will also be given a unique decoding pen to decode He-Man's secret messages, a height chart and an exciting board game – can you beat Skeletor to Castle Grayskull?
In addition, every 3 months you will receive a bumper Newsletter packed full with jokes, letters, Orko's Magic Corner and games plus the latest news direct from Eternia. And what's more, lots of competitions too!

HOW TO APPLY
Simply fill in the application form (in block capitals) below. To join the Masters Of The Universe Club send the application form with a cheque or postal order for £2.99 made payable to **The Vaults of Eternia** and post to: The Centre of Eternia, Admail 24, Zelah TR4 9ZP.

Remember to get your parent or guardian to sign.
Club Membership Entry Form

Name _____

Address _____

_____

_____ Post Code _____

Date of Birth _____

Signature of Parent _____

021

Masters of the Universe Club, The Centre of Eternia, Admail 24, Zelah TR4 9ZP.

ACTION
COMICS